
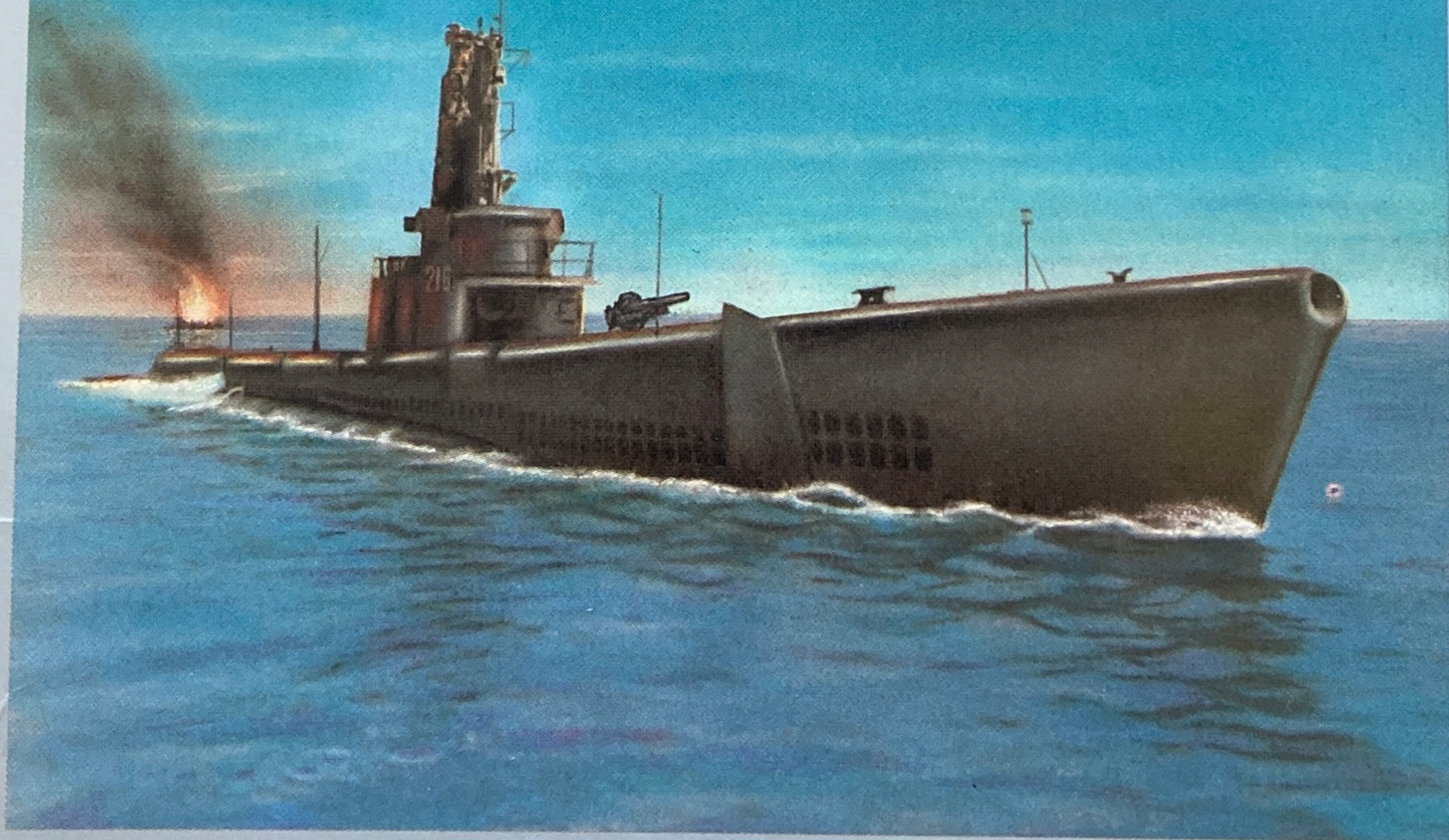


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SILENT SERVICE™

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**Exciting World War II Submarine Action
in the South Pacific!!**

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Exciting World War II Submarine Action in the South Pacific!!

By *Sid Meier*

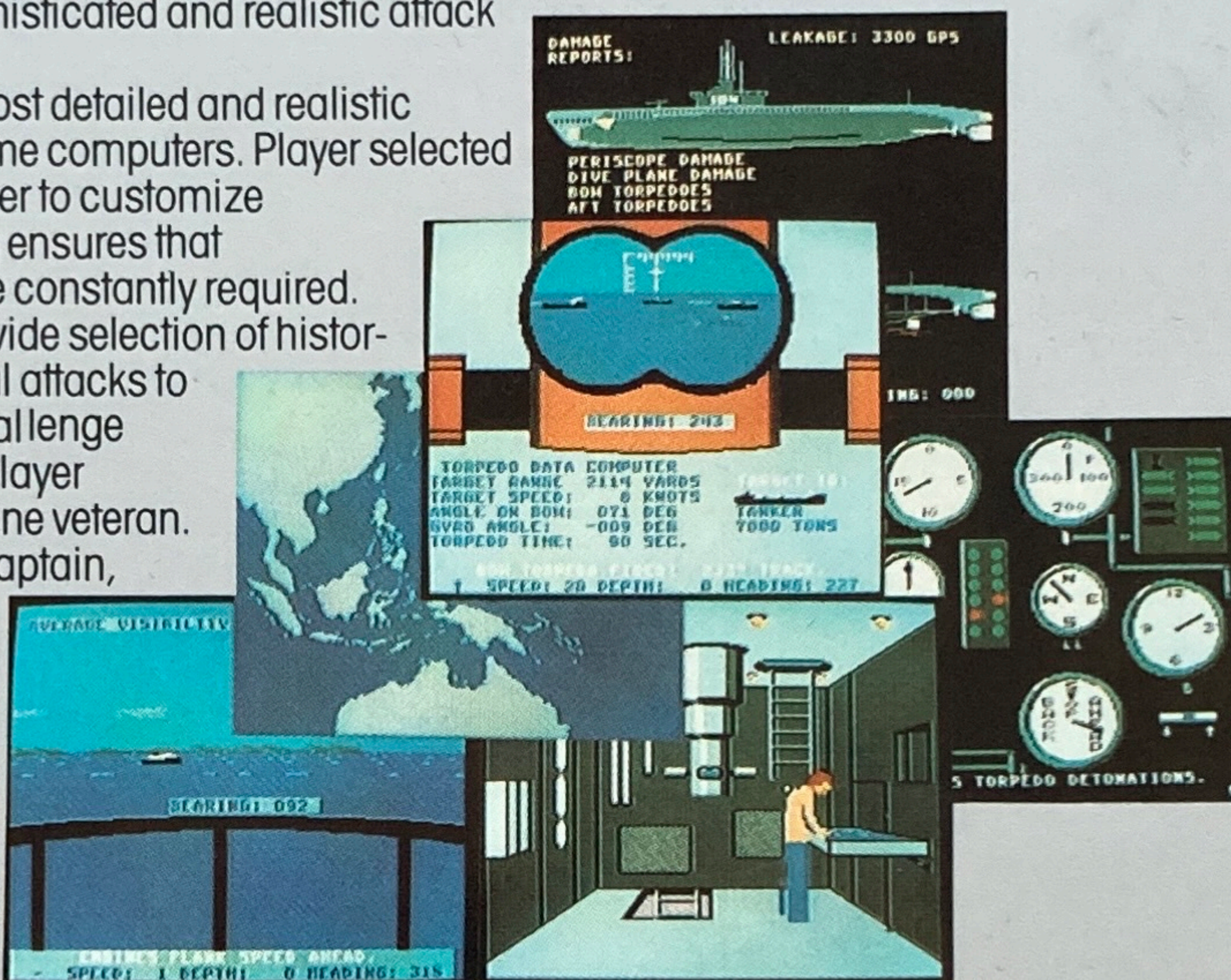
0400 hours, Tuesday, August 12, 1942... BATTLE STATIONS!! BATTLE STATIONS!! Enemy convoy identified on radar!!

SILENT SERVICE, The Submarine Simulation, brings exciting action, great strategy, detailed graphics and an ultra-realistic simulation of a World War II U.S. submarine in the South Pacific.

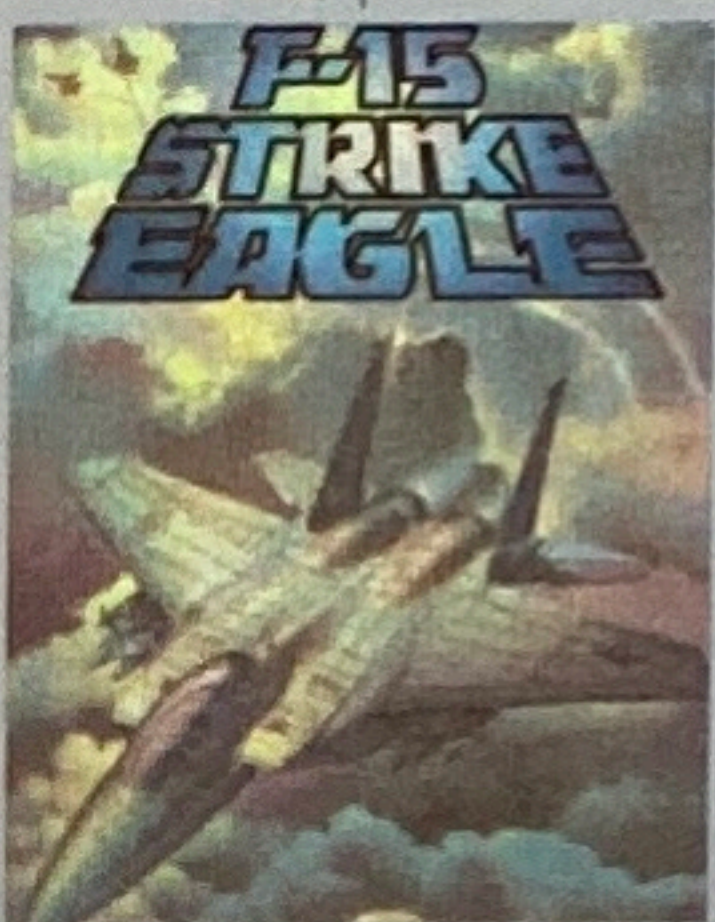
SILENT SERVICE's outstanding features include: all the critical battle stations — engine room, conning tower and ship's bridge; challenging and realistic combat versus single ships and heavily escorted convoys; and an infinite variety of situations using complete maps and charts for the entire Southwest Pacific and a sophisticated and realistic attack plotting system.

SILENT SERVICE is the most detailed and realistic submarine simulation for home computers. Player selected "reality levels" allow the player to customize complexity, and time scaling ensures that the actions and decisions are constantly required. SILENT SERVICE provides a wide selection of historical scenarios from individual attacks to patrol missions that bring challenge and fun to both the first time player and the experienced submarine veteran.

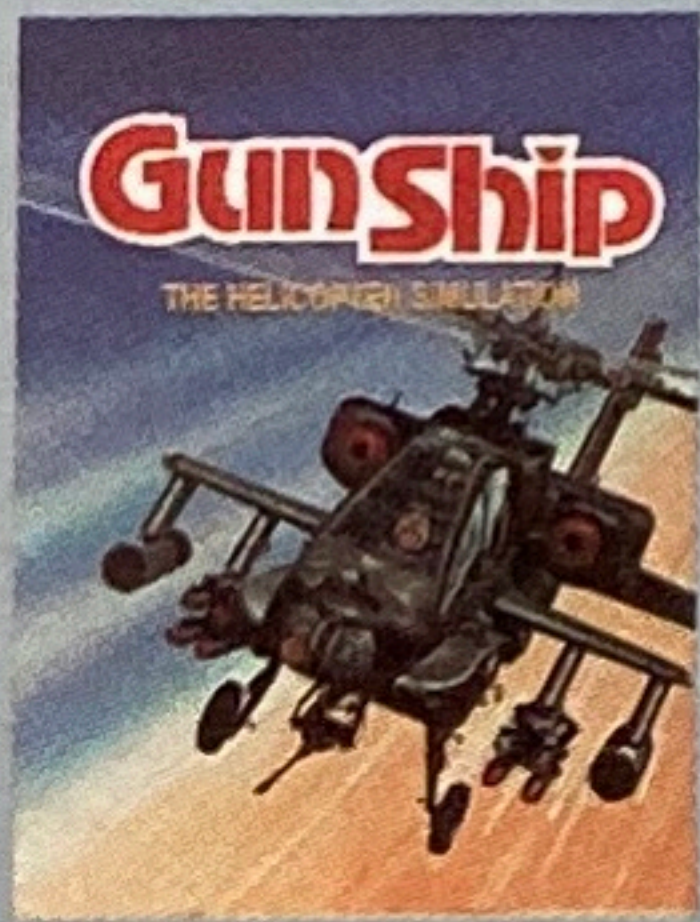
Will you, as submarine captain, select a quiet patrol sector in the Marianas Islands, or choose the dangerous waters off the coast of Japan? Is the submerged daylight periscope attack best, or do you charge in on the surface at night using only radar bearing to guide you? Do you pick off the enemy with a single torpedo shot? These decisions and many more are yours to make as you take your place among the elite ranks of the SILENT SERVICE!



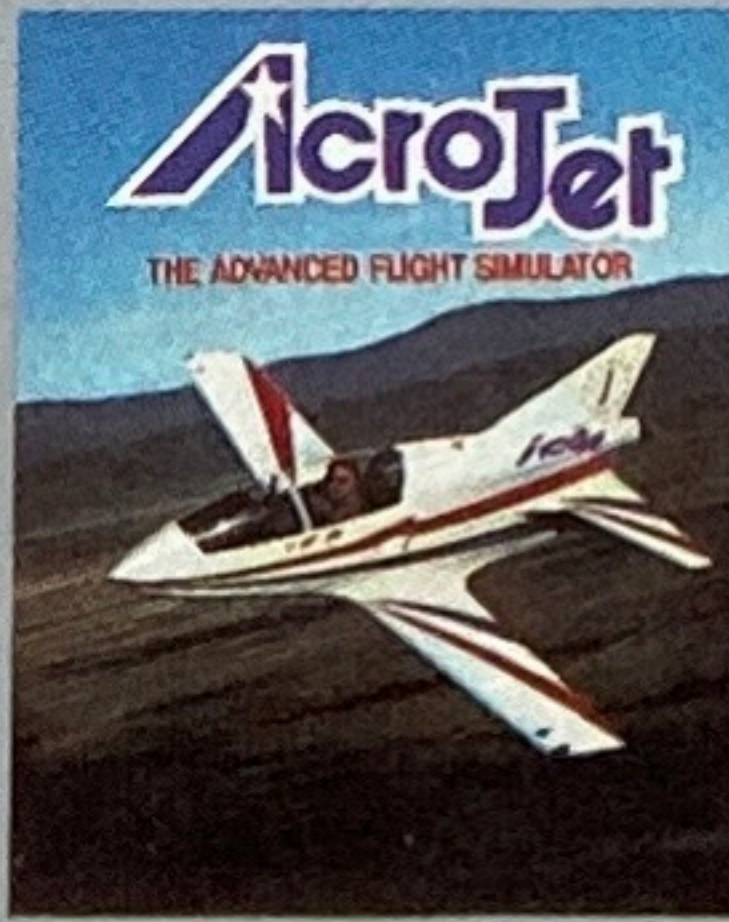
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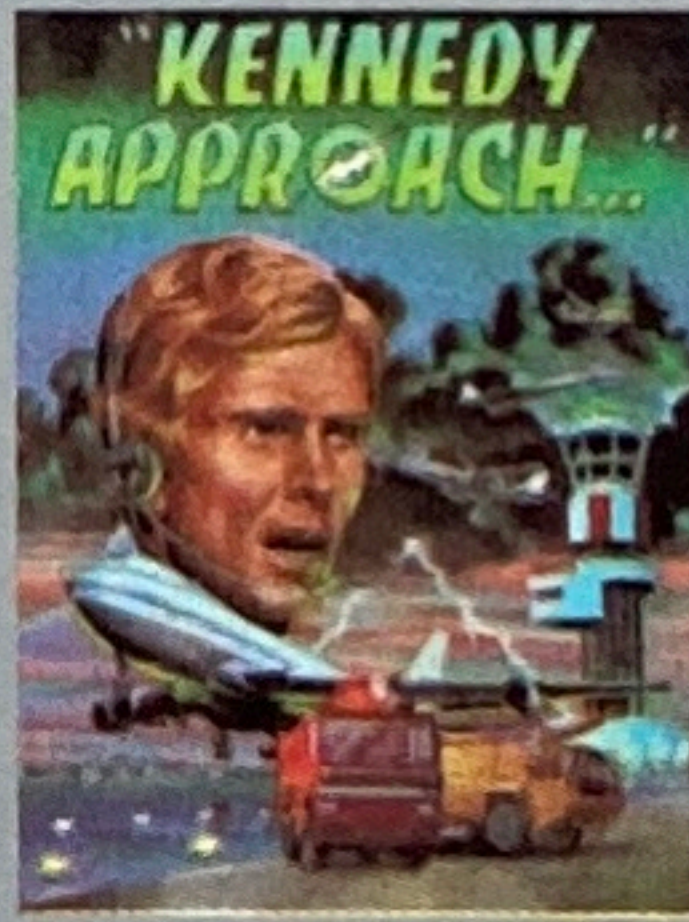
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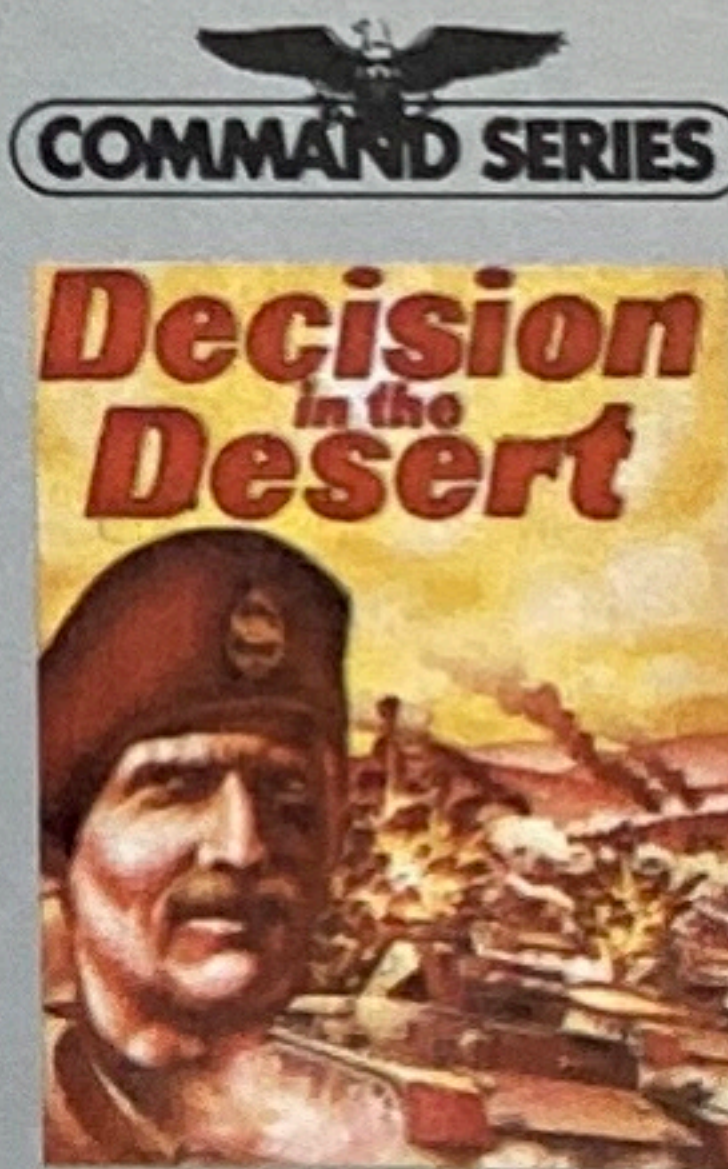
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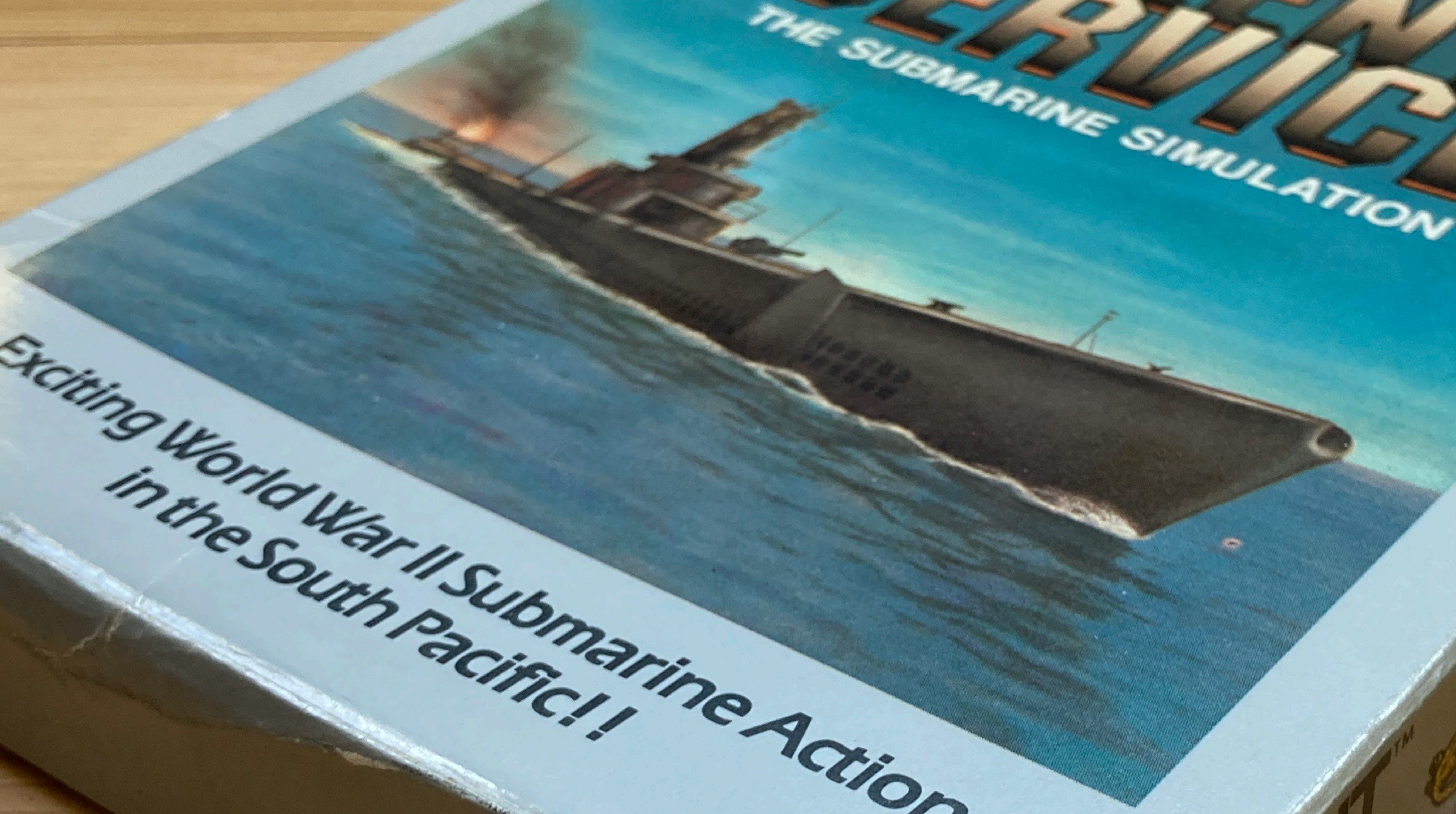
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South Pacific

A close-up photograph of a cardboard box. The box is light-colored with dark text. The visible text includes 'SUBMARINE ACTION IN THE' and 'SERVICE' in large, bold, sans-serif capital letters. The box appears to be part of a shipping container, with a dark, possibly black, rectangular label or piece of tape visible on the side. The lighting is bright, creating some shadows and highlights on the cardboard surface.

Exciting World War II
Sick How
SIL

World War
Silent Service
0400 hours, Tuesday, August 12, 1942.
identified on radar.
SILENT SERVICE
SILENT SERVICE
phics and an ultra-realistic
tower and ship
conveys; The submarine
passing.

Friday, August 12, 1942

12. ...marine simulation

the activity levels of a marine simulation system, and a sophisticated and an infinite variety of challenging features, and an infinite variety of challenges.

...and a sophisticated simulation of a wide range of challenging features including

...the most delicate and sophisticated and...
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...and realistic situations often

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...and realistic
customers. Player selection

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selected

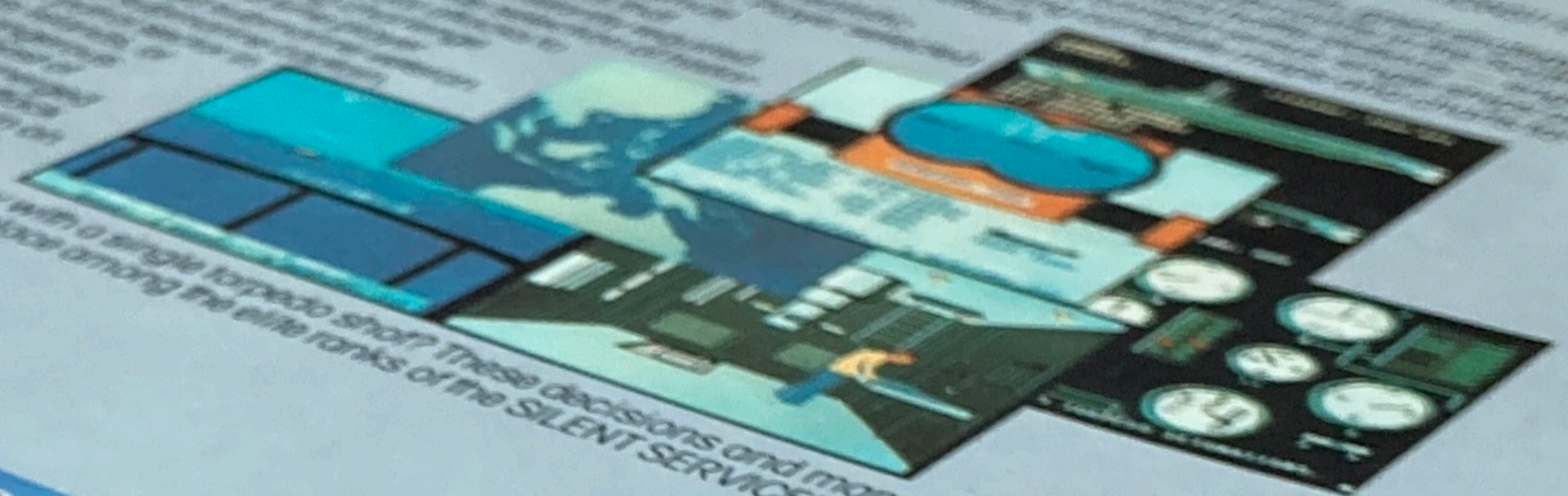
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...the



10

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When you're in command of a submarine, every decision counts. You'll be in command of the elite ranks of the SILENT SERVICE! You'll be in command of the elite ranks of the SILENT SERVICE! You'll be in command of the elite ranks of the SILENT SERVICE!



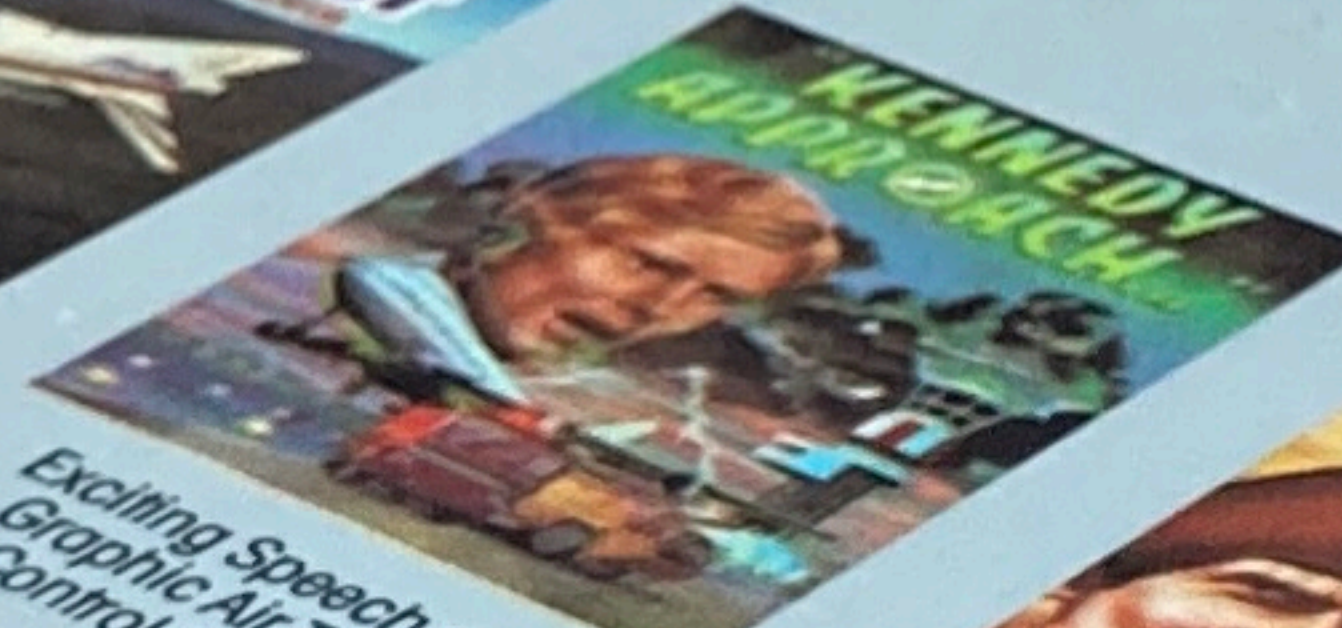
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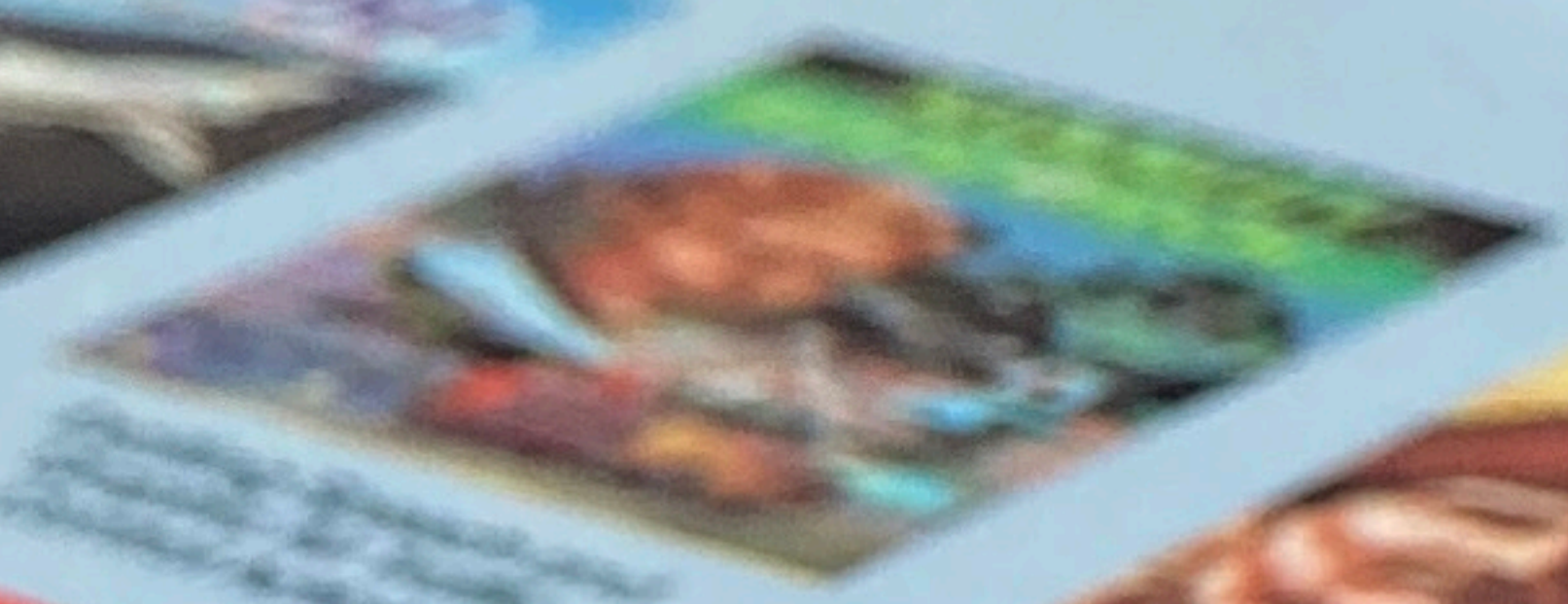
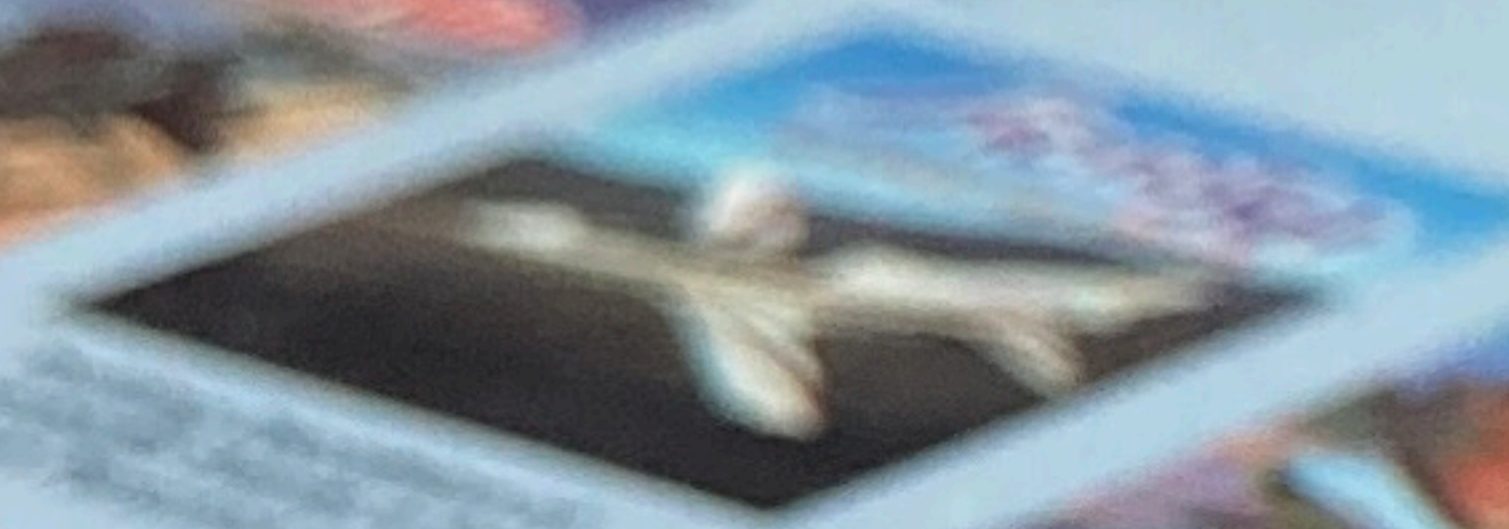
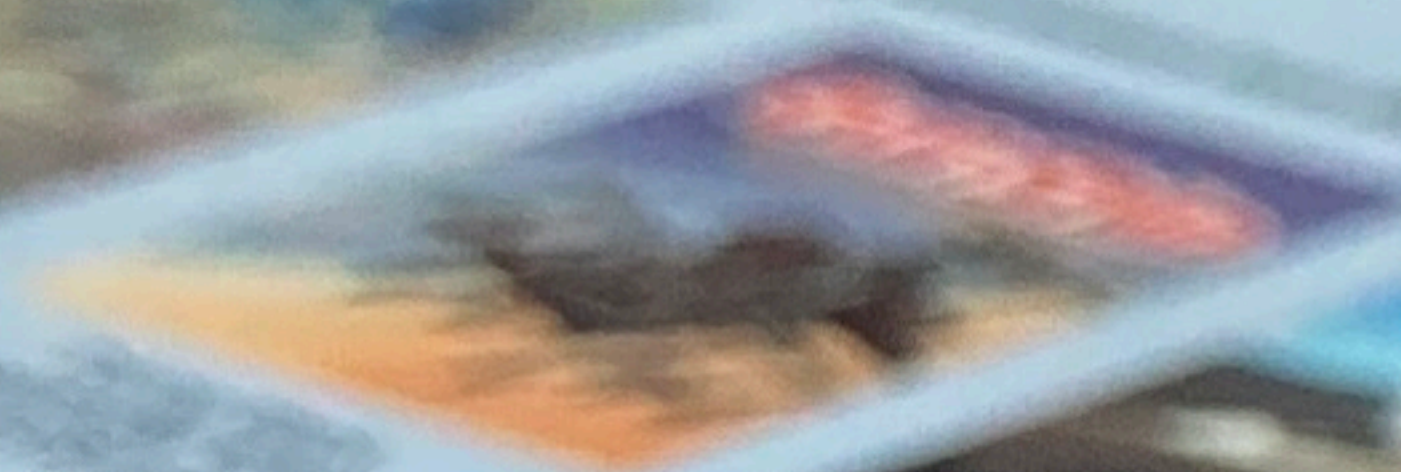
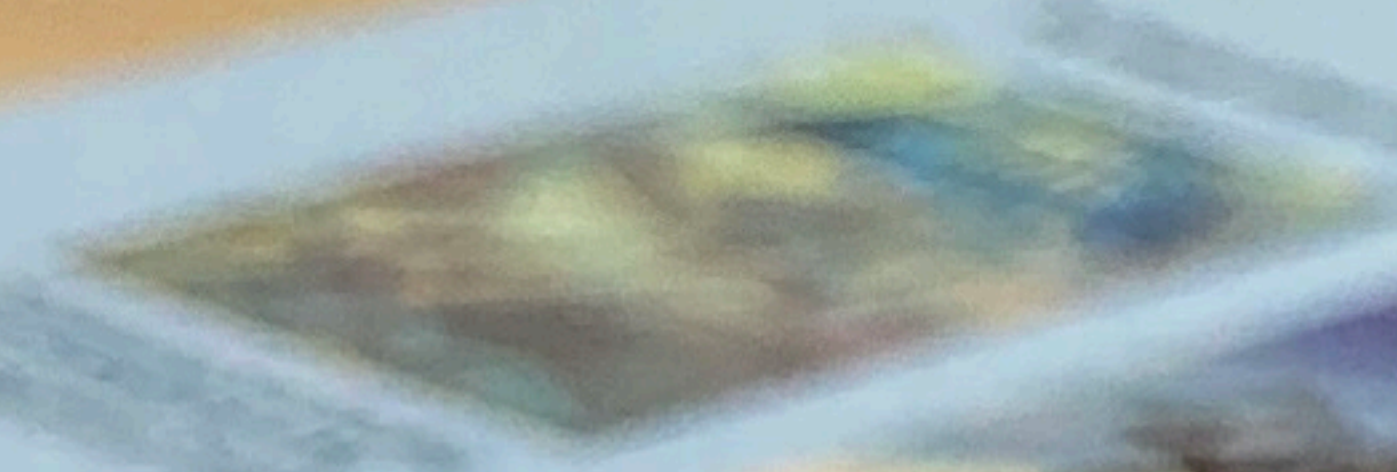
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Along with
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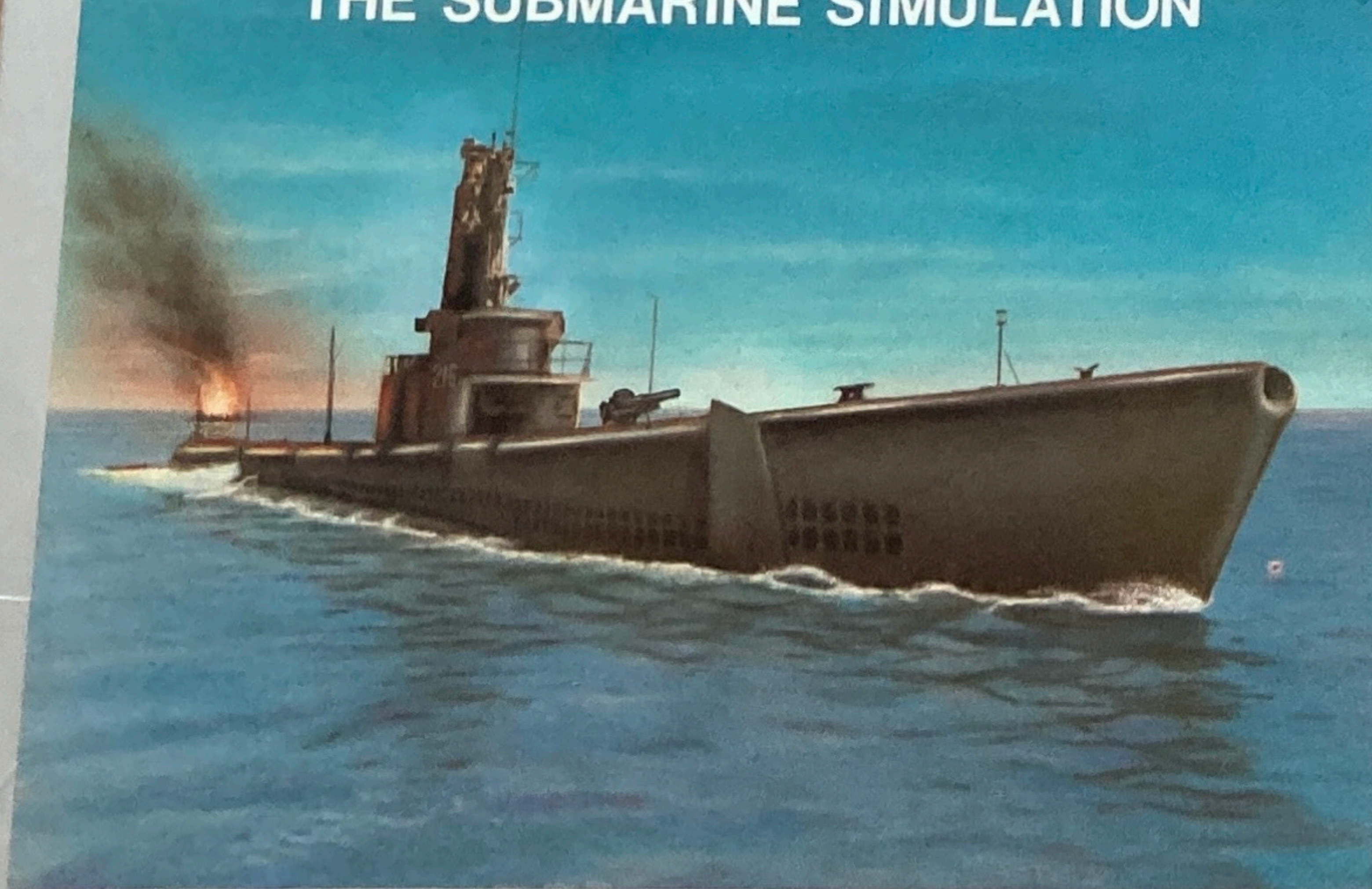
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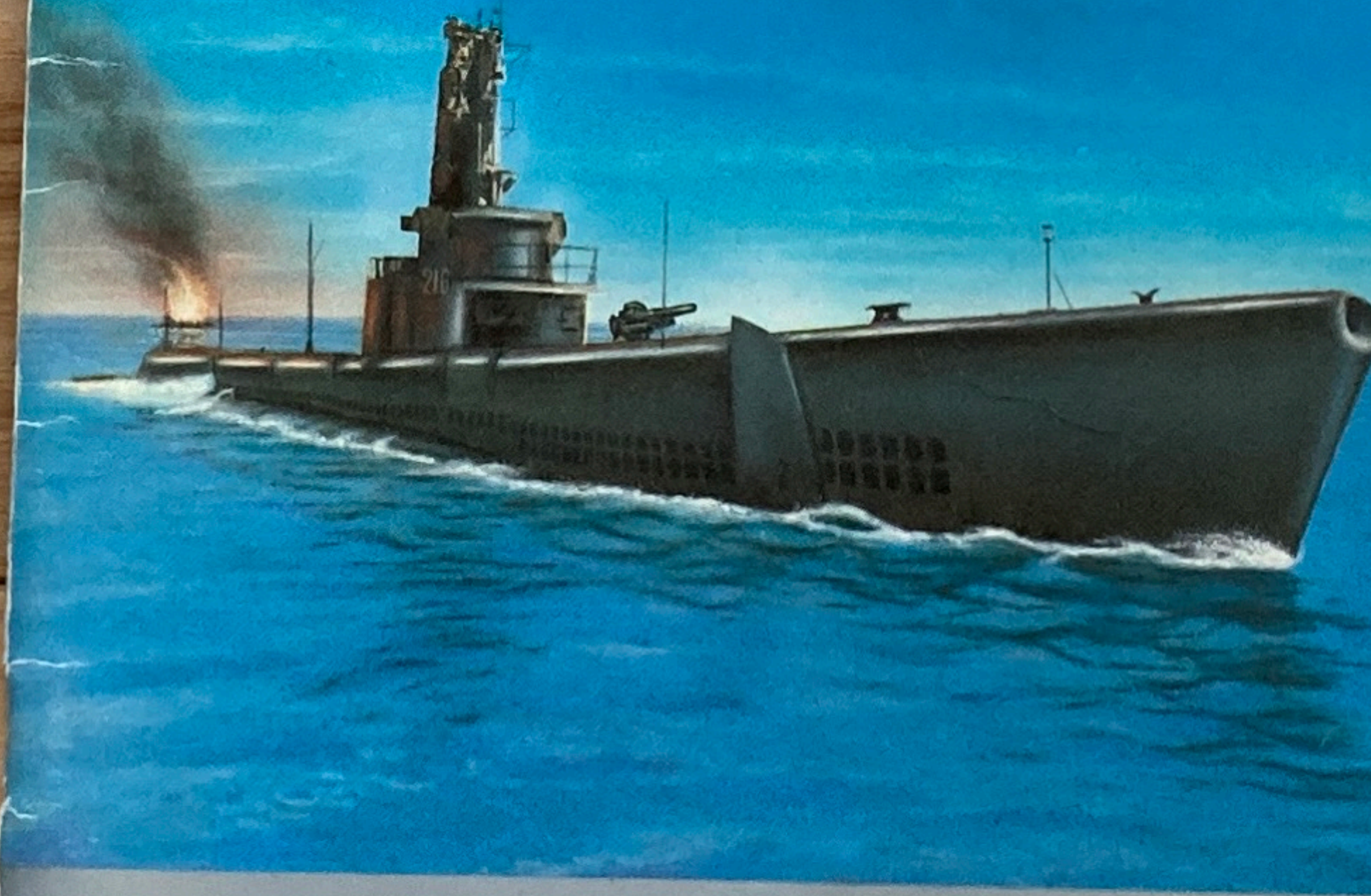


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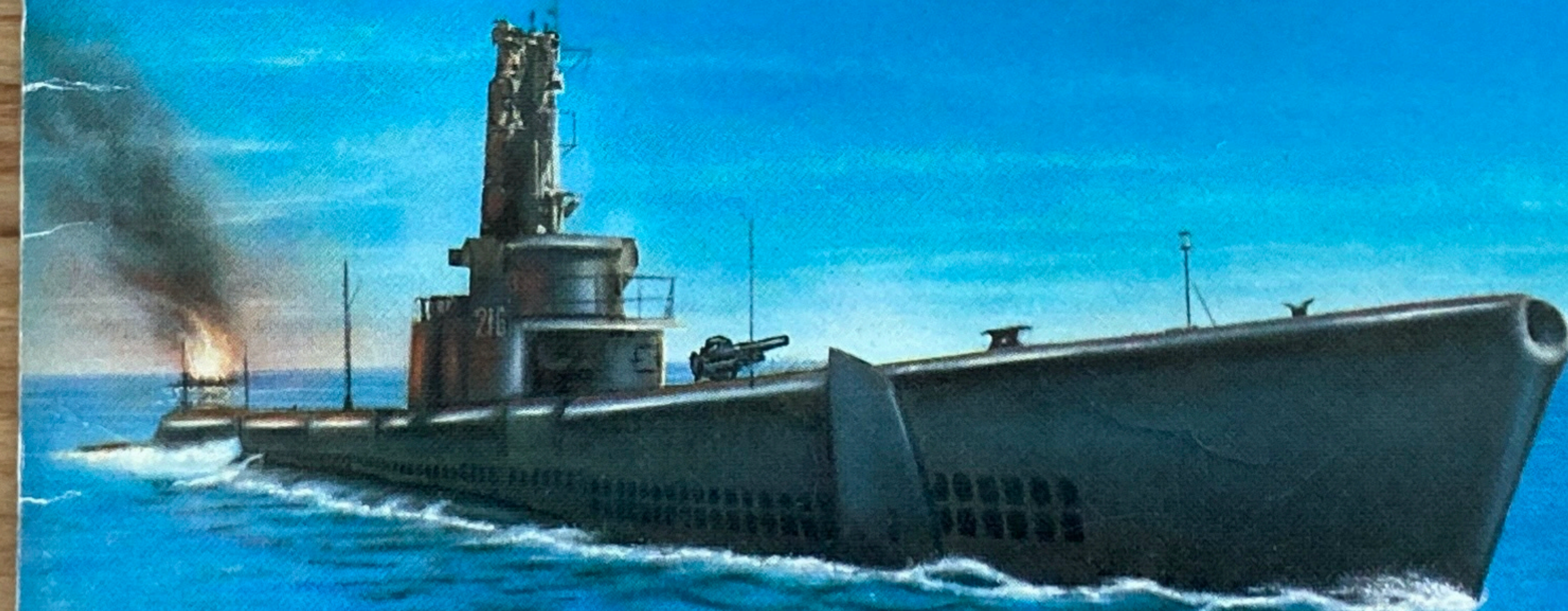
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KEYBOARD COMMANDS

COMMAND	C-64	APPLE	ATARI XL/XE	IBM, ATARI ST, AMIGA	DESCRIPTION
LOCATIONS					
CONNING TOWER	SP. BAR	SP. BAR	SP. BAR	SP. BAR	Return to the conning tower menu screen.
MAP	F1	SHIFT 1	SHIFT 1	F1	Select the Maps and Charts battle station. If you are already at Maps and Charts, this will re-center the map on your sub.
BRIDGE	F3	SHIFT 2	SHIFT 2	F2	Select the Bridge battle station (only possible when the sub is on the surface).
SCOPE	F5	SHIFT 3	SHIFT 3	F3	Select the Periscope/Binoculars battle station screen (only possible if sub is at periscope depth or on the surface).
GAUGES	F7	SHIFT 4	SHIFT 4	F4	Select the Gauges and Instruments battle station screen.
DAMAGE	F2	SHIFT 5	SHIFT 5	F5	Select the Damage Reports battle station screen.
LOG	F4	SHIFT 6	SHIFT 6	F6	Display the Quartermaster's Log for the current patrol.
PATROL/END	F8	SHIFT 8	SHIFT 8	F8	Return to the War Patrol Navigation screen to search for another convoy. This ends the game if playing a Convoy Action or Training scenario.
SUBMARINE CONTROLS					
PERISCOPE	P	P	P	P	Raise/Lower periscope. This command also sets the visual bearing to be the same as your sub's heading — you will be looking straight ahead.
THROTTLE	0-4	0-4	0-4	0-4	Throttle settings: all stop, 1/3, 2/3, full, and flank speeds.
REVERSE	R	R	R	R	Reverse the engines. Note that the turning effect of the rudders is reversed if the sub is proceeding in reverse.
DIVE	D	D	D	D	Causes sub to dive. Cancel this command by pressing RETURN.
SURFACE	S	S	S	S	Causes sub to rise toward surface. Cancel this command by pressing RETURN.
LEFT	↓ ↑	←	← *	←	Left rudder. Press again for Full Left Rudder. To cancel press RETURN.
RIGHT	→	→	→ *	→	Right rudder. Press again for Full Right rudder. To cancel press RETURN.
CANCEL	RETURN	RETURN	RETURN	RETURN	Cancel all turn and dive commands.
EMERGENCY	CTRL. E	CTRL. E	SHIFT E	CTRL. E	Blow emergency tanks to halt uncontrolled dive. (Can only be used once per engagement.)
COMBAT CONTROLS					
IDENTIFY	I	I	I	I	Identify target in crosshairs on scope.
TORPEDO	T	T	T	T	Fire torpedo. Bow or aft tubes will be selected automatically depending on which faces the target more directly.
GUN	G	G	G	G	Fire the 4-inch deck gun.
UP 25	+	+	>	+	Add 25 yards to the deck gun range deflection.
DOWN 25	-	-	<	-	Subtract 25 yards from the deck gun range deflection.
ROTATE SCOPE LEFT	JOYSTICK CMND.	JOYSTICK CMND.	JOYSTICK CMND.	< (SHIFT.)	Rotate periscope/binoculars or bridge view to the left.
ROTATE SCOPE RIGHT	NO KEY CMND.	NO KEY CMND.	NO KEY CMND.	> (SHIFT.)	Rotate periscope/binoculars or bridge view to the right.
AOB	A	A	A	A	Enter Angle-on-Bow estimate. AOB is entered in degrees by holding the joystick left or right. Press the fire button to enter the estimate. Use positive numbers for Starboard, negative numbers for Port. e.g., 45 degrees Port is -045.
RELEASE DEBRIS	?	?	?	?	Release debris and oil which may convince the enemy your sub has sunk.
TIME AND SCALE CONTROLS					
WAIT	W	W	W	W	Pause the simulation — press any key to continue. You may also pause by selecting the Conning Tower screen.
FASTER	F	F	F	F	Increase the time scale to cause the simulation to proceed more rapidly.
NORMAL	N	N	N	N	Return to normal time scale.
ZOOM	Z	Z	Z	Z	Expand the situation map display to take a closer look at nearby ships and terrain.
UN-ZOOM	X	X	X	X	Compress the situation map display to get a wider view of ship locations and land areas.

* If it is not necessary to press control key for Atari.

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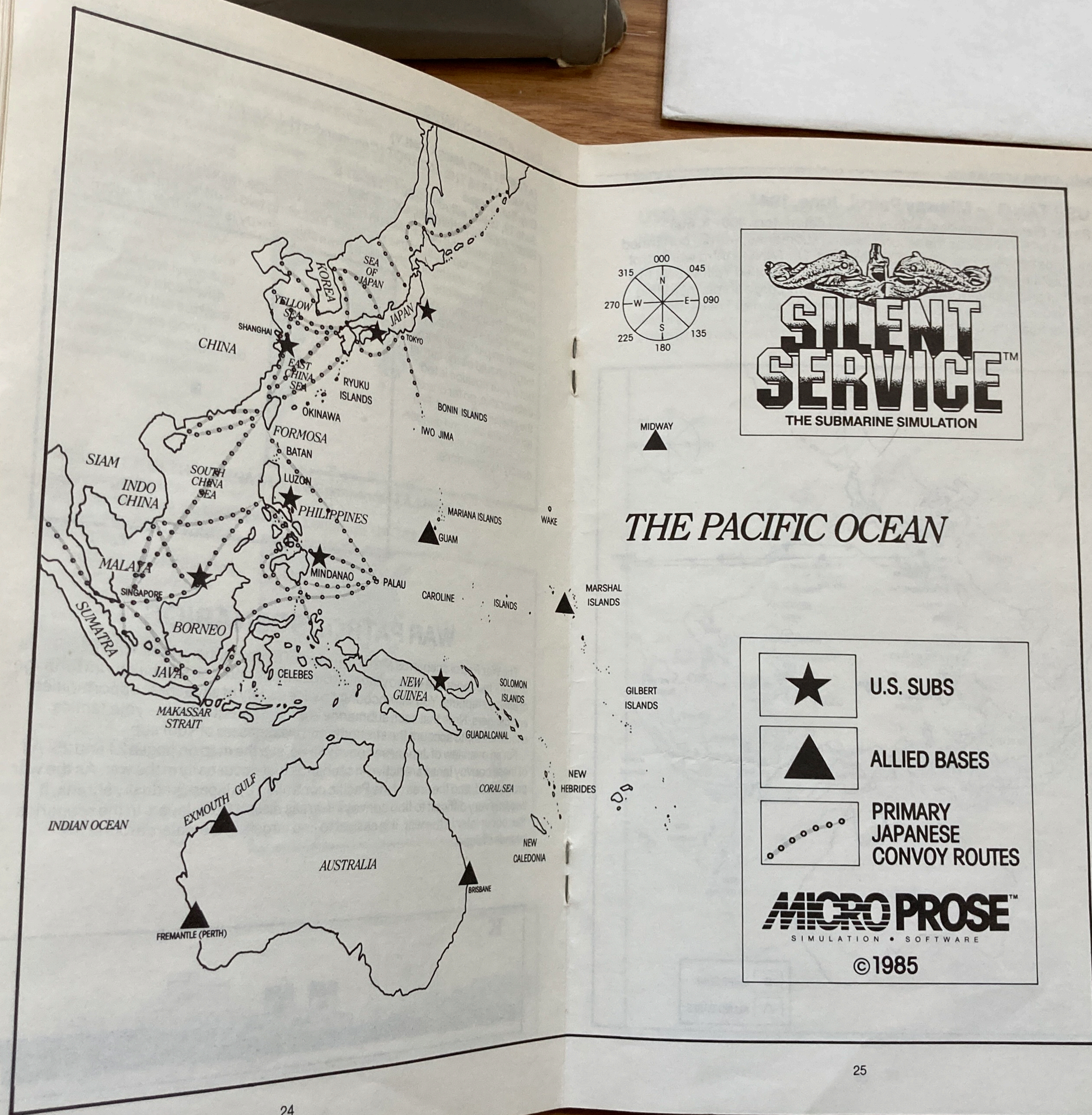
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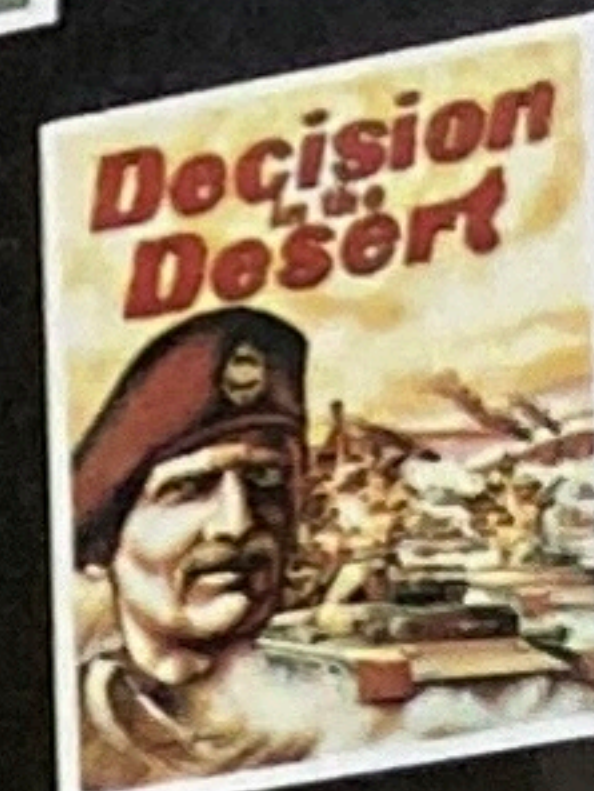
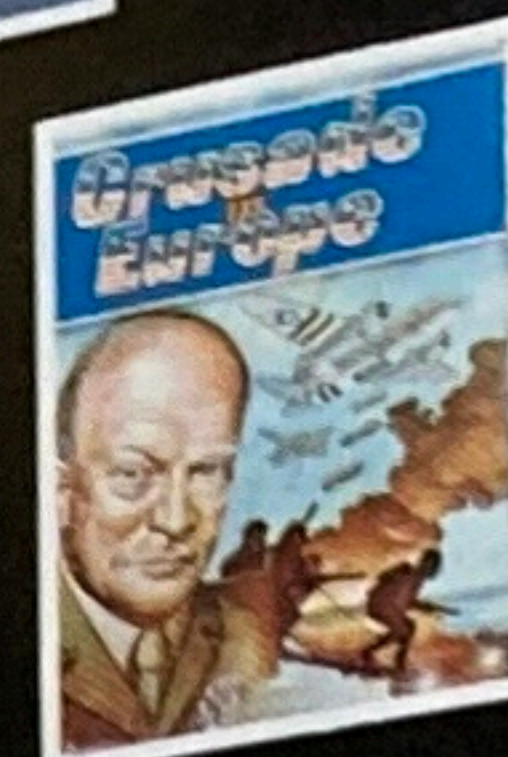
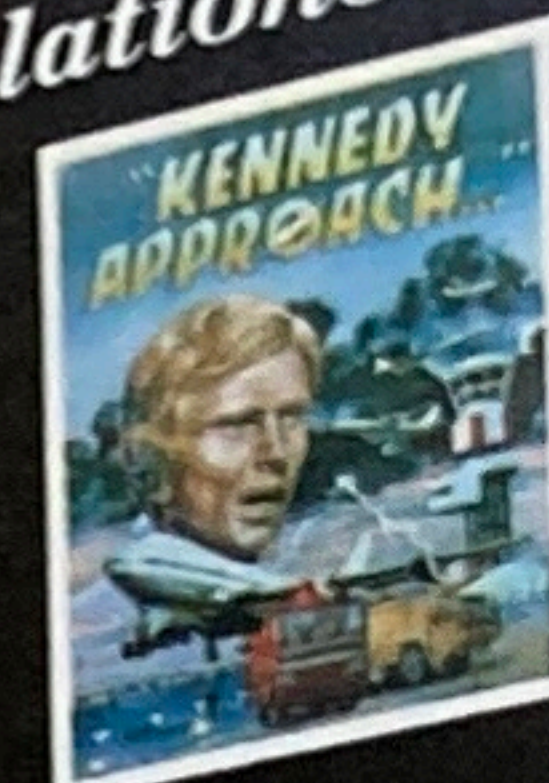
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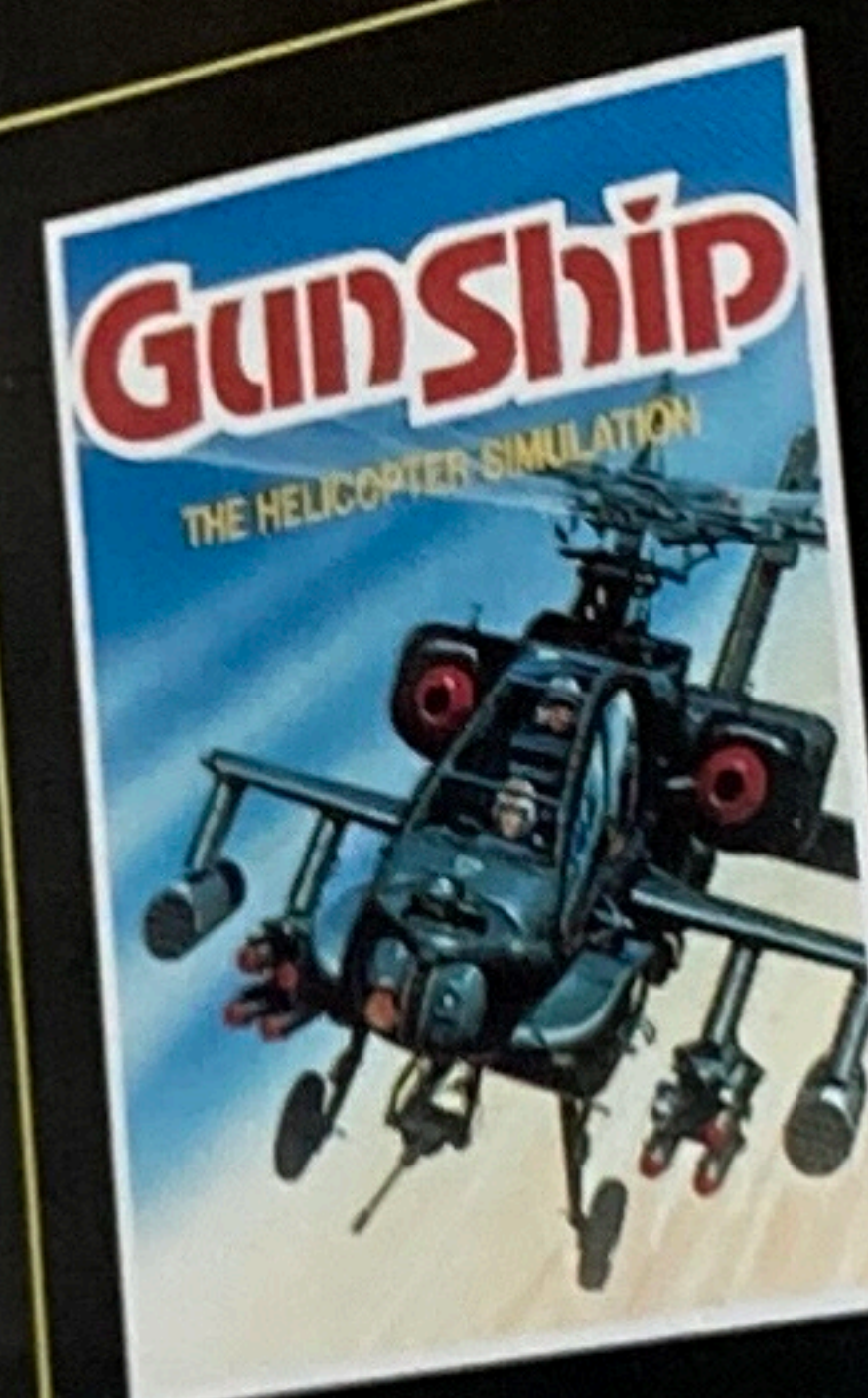
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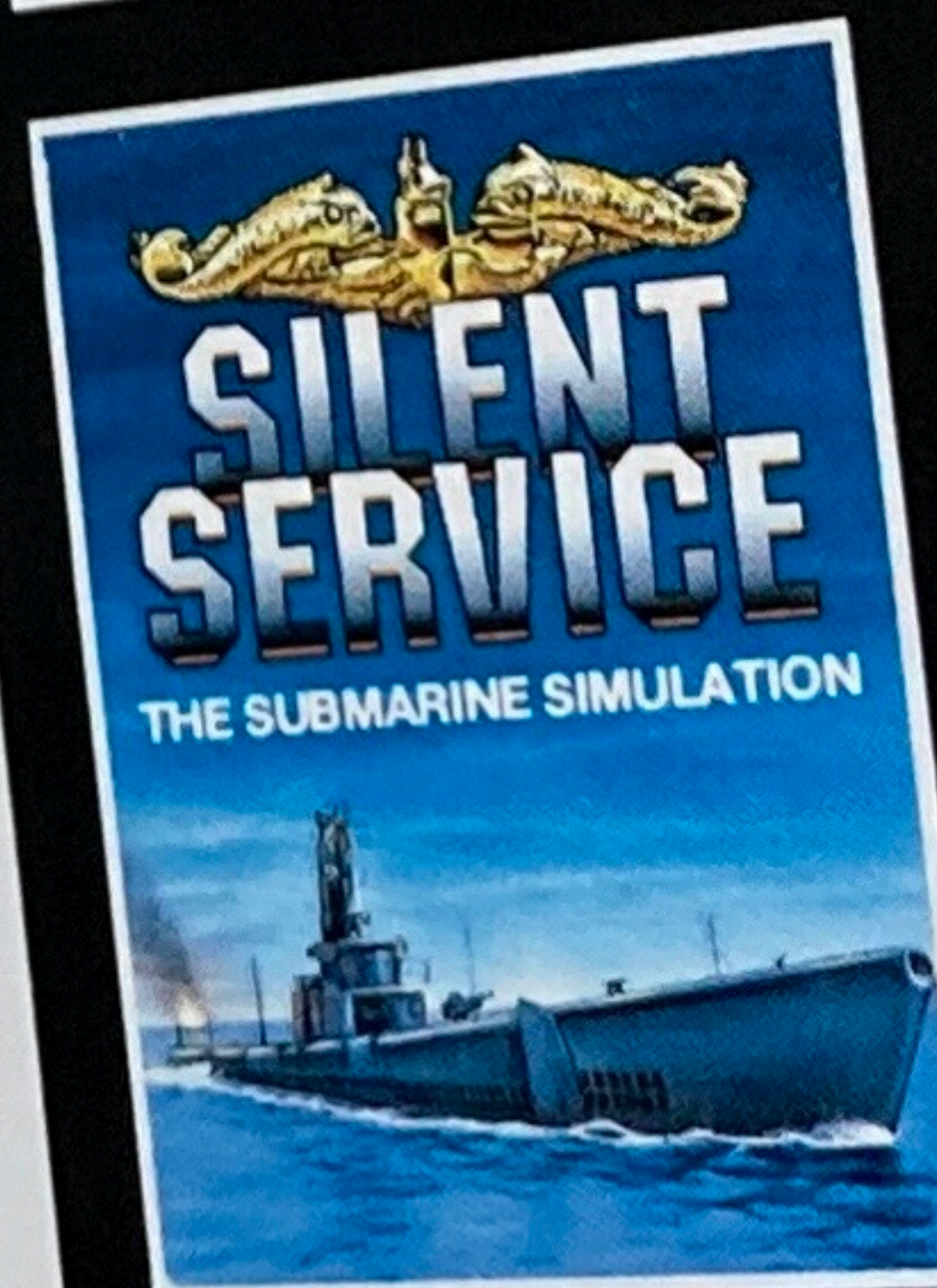
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